

YE OLDE SHOP OF CURIOS

(STOCK TAKE #315)



he following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

TAG TORCH

This looks like a 7cm (3") dia cylindrical tube of dark metal that has been squashed and left an imprint of the hand. It is 15cm tall and sits nicely in the hand, feeling lighter than you would expect.

The base has a fine filigree mesh of light that seems to hold an image (mirrored).

The outside is plain but there are lit up runes spiralling on the inside of the tube

Activation: (Load) sit the tube on a small image that the base can cover, place hand on top and speak incantation

Activation: (Paint) hold the tube with the top of it pointing at a surface and speak incantation

- The image will be shone like a torch on the surface aimed at, imprinting the image.
- The tube can store up to 15 images (or the same image 15 times). The incantation needs to be spoken for each image stored and takes 1 round.
- It can only store images that fit within the 7cm dia of the base.
- Stored images last 1 week within the tube before having to be refreshed.
- Painted images last 1 week per application before fading (Can be painted x times to last x weeks)
- Distance from the tube will increase the size of the painted image at a 1:1 ratio (max 20ft where the image is 20ft dia)
- It takes a day to recover 1 used image slot.

JEWELLER'S PASTE

This small jar of paste has seen obvious use and dirty fingerprints have smudged the label.

The actual paste is a muddy white, works like putty and can be shaped easily.

Activation: Insert a gem (or piece of one)

- The putty will immediately harden in the shape it's in, absorbing the gem and taking on the appearance of the gem inserted.
- Once hardened It can be cut, shaped and polished as per any other gem.
- A specific artisan check (DC20) is needed to distinguish the results from a natural stone.
- The jar contains approx. 500ml in volume.
- The recipe is secret (But will be more expensive to produce than the created gem.)

CHAIN OF FELLING

This is a 15cm length of non-descript chain, with a sharp hook on one end and an opening clasp on the other. The chain when resting has 10 links, each is about 1.5cm x 0.5cm

Activation: Embed the hook and pull the chain around an object; attaching the clasp to the starting link.

- The chain will produce links as it's pulled with another spike every 10 links.
- It will expand to a maximum length of 6m
- Once the chain loop is closed, the chain will rotate at speed, closing in one link per second while the sharp hooks shred the enclosed material.
- It will only stop when down to 10 links again.
- If flesh gets in the way, it will do 1D6 damage per second it's in contact.

MILNER'S RETIREMENT

When not adorned, this is a wide brimmed floppy hat. It's a dull grey with no distinguishing features.

The internal head-band has glyphs running all around it.

Activation: Once attuned, spend 1 round concentrating on one aspect of the headwear.

- Requires attunement
- The headwear can change features according to it's wearer's desires;
 - Colour / pattern
 - Brim size, firmness & shape (0 - 1 ft)
 - Height & body shape (0 - 1 ft)
 - Ear flaps /neck protector /veil (0 - 1 ft)
 - Decoration (feathers, bells, flowers...)
 - Material look (wool, leather, metal...)
- The hat offers no physical protection other than from the weather.

DUKAS BROOM

A wooden broom with some arcane etchings down the handle. The bristles seem worn.

Activation: Concentrate while humming a ditty and 'conducting' the broom

- The broom will animate and sweep an area as directed by the person controlling it.
- Can clear imprints, making tracking almost impossible.
- If concentration is broken (rather than released), broom can act of it's own volition.
- Test of Charisma to wrestle control from another user.

VAGRANT SCABBARD

This ornate scabbard of a dark, polished wood has been inlaid with etched metals to depict six different battle scenes.

Each scene is of a different metal. There are bands of the same metal in rotating collars around the throat of the scabbard.

Activation: rotate the collar and say the command word that relates to the specific metal.

- The scabbard can hold up to six bladed weapons.
- It will re-shape to provide the perfect sized sheath when a blade is inserted. (The current metallic scene will become dominant and the image change to reflect the weapon)
- Sheathing and unsheathing the weapon takes the same amount of time, however it takes a bonus action to switch slots.

BOTTOMLESS CHALICE

An ornate metal goblet with small gemstones lining the outer lip. There are intricate runes etched into the shiny inside that catch the light as if there was already liquid in it.

Activation: pour liquid in it or try and scoop liquid up with it.

- Liquid drains out at the same rate it is poured in, no idea where it drains to.
- Solids suspended in a liquid will end up in the bottom of the chalice.
- Don't drop in an ocean or lake.

SANDCASTLE BUCKET

A wooden bucket that seems to be carved from the one log. Despite the black iron handle and solid timber, it seems very light weight.

It measures 30cm in diameter and stands 30cm deep with 1cm thick walls.

There is a depiction of a castle running all round it, burnt into the wood.

Activation: when upside down, tap the base while covering a bit of the castle image.

- The bucket will weigh the same, no matter what is inside it.
- Anything put into the bucket will not spill out, even if turned upside down.
- The contents will be compressed into the shape covered (battlements, towers...) and released to form a perfect miniature.
- Solid materials must make a roll to see if they can be shaped; higher DC for tougher materials.
- If there is no natural cohesion to the material, it will collapse as the bucket is raised.

CANETARIUM

The head of this walking cane is a polished black stone with lots of twinkly pinpricks.

Activation: Place upright and say incantation

- Each point of light will shine to project a map of the stars in the sky. (50ft sphere)
- The star position is accurate for the current time. (Advantage on any relevant navigation or nature rolls)
- Image stays for 1 hour or until cane is moved.

COAT OF ALMOST USEFUL ITEMS

This fashionable long-coat has an iridescent lining that shimmers in golds, greens and yellows.

Activation: Reach inside the lining and pull out something.

- Although every item pulled is finely made and really good quality, they are worthless and will turn to dust within 24 hours of being created.
- Roll on the below table or come up with some other item:

D20

- 1 Fork with prongs bent back to point at handle
- 2 Dagger with dual hinge between blade and hilt
- 3 Ball of twine that breaks when pulled tight.
- 4 Thick rope (1ft in length)
- 5 Skeleton key of soft metal that bends with any pressure
- 6 Mallet that shatters into little, harmless cubes on impact
- 7 Torch that is inflammable
- 8 Pouch with drawstrings at both ends - close one and the other opens.
- 9 Arrow that is made of rubber (can't fire it)
- 10 6 marbles of irregular shape and a flat surface. Powder when stepped on.
- 11 Magnifying glass, but with a flat glass so it doesn't magnify.
- 12 Whistle without the middle hollowed out
- 13 Bottle of ink that is not absorbed by anything and will never dry
- 14 Tankard that dissolves in contact with liquid
- 15 Bamboo pole (6ft) that is brittle like dry spaghetti
- 16 Pair of boots without a sole
- 17 Cool glass of refreshing ale that evaporates when outside the glass (can't be drunk)
- 18 Gaming set with three vital pieces missing
- 19 Hour glass with a blocked middle
- 20 Some grey sludge that resembles runny porridge (but not as tasty).